

9626/32/M/J/17/Q7

1 Animators create effects by 'morphing' images from one into another. An example of one image being morphed into another is shown in Fig. 1.

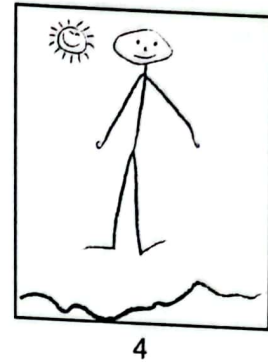
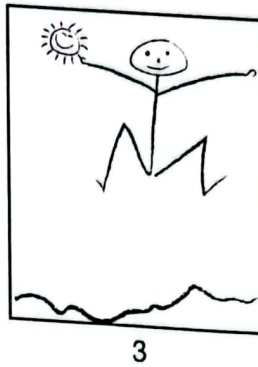
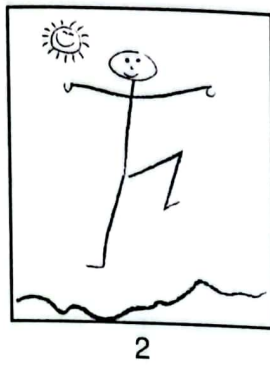
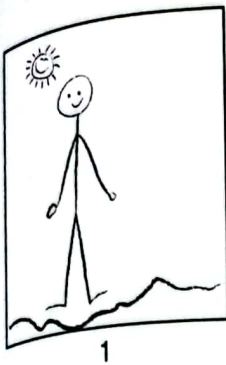


Explain how a smooth transition between these images is created by 'morphing'.

[6]

9626/32/O/N/17/Q12

- 2 An animator is producing a digital cartoon showing a dancer in action on a beach. She has produced four frames of her cartoon and digitised them.



Explain how you would create the illusion of movement between frames 1 and 4.

[8]

A typical animation has 24 frames for every second of running time (24 fps).

Frame number	Number of detected faces
1	0
2	1
3	0
4	3
5	0
6	5
7	0
8	6
9	0
10	5
11	0
12	3
13	0
14	1
15	0
16	2
17	0
18	4
19	0
20	6
21	0
22	4
23	0
24	2

- [4]

- NTS
CE [1]

- [1]

9626/31/M/J/20/Q11

- 5 Animators use several techniques when creating their animations.

Compare and contrast the use of tweening and morphing in animation.

Handwriting practice lines consisting of multiple rows of dotted lines on a lined background.

[5]

STUDENTS
RESOURCE

Describe how each of the following achieves the motion of a character in an animation.

(a) cell animation

[4]

[4]

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[4]

[4]